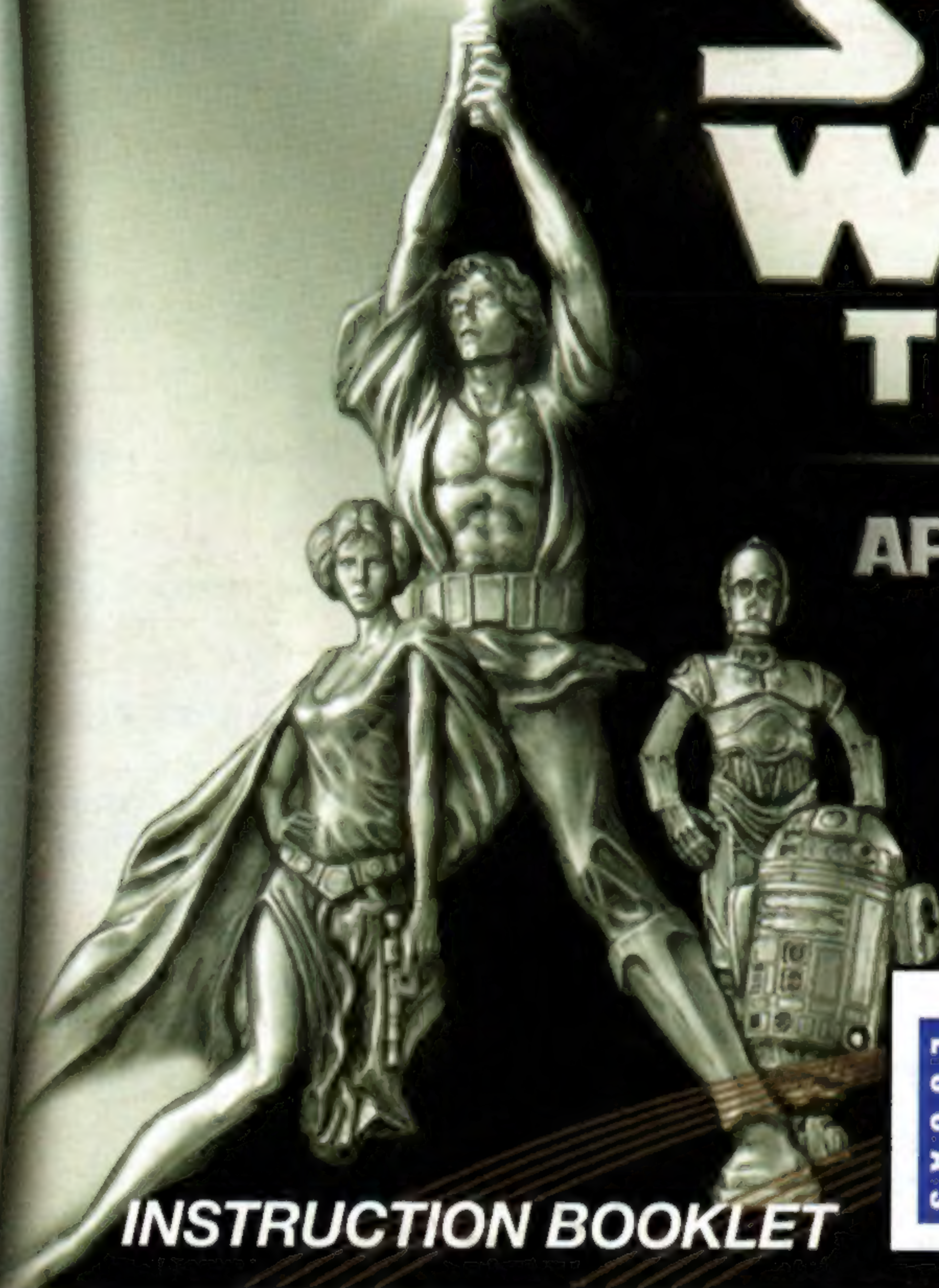


GAME BOY ADVANCE

AGB-BCKE-USA

STAR WARS TRILOGY

APPRENTICE
OF THE
FORCE™



INSTRUCTION BOOKLET



UBISOFT™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



LICENSED BY



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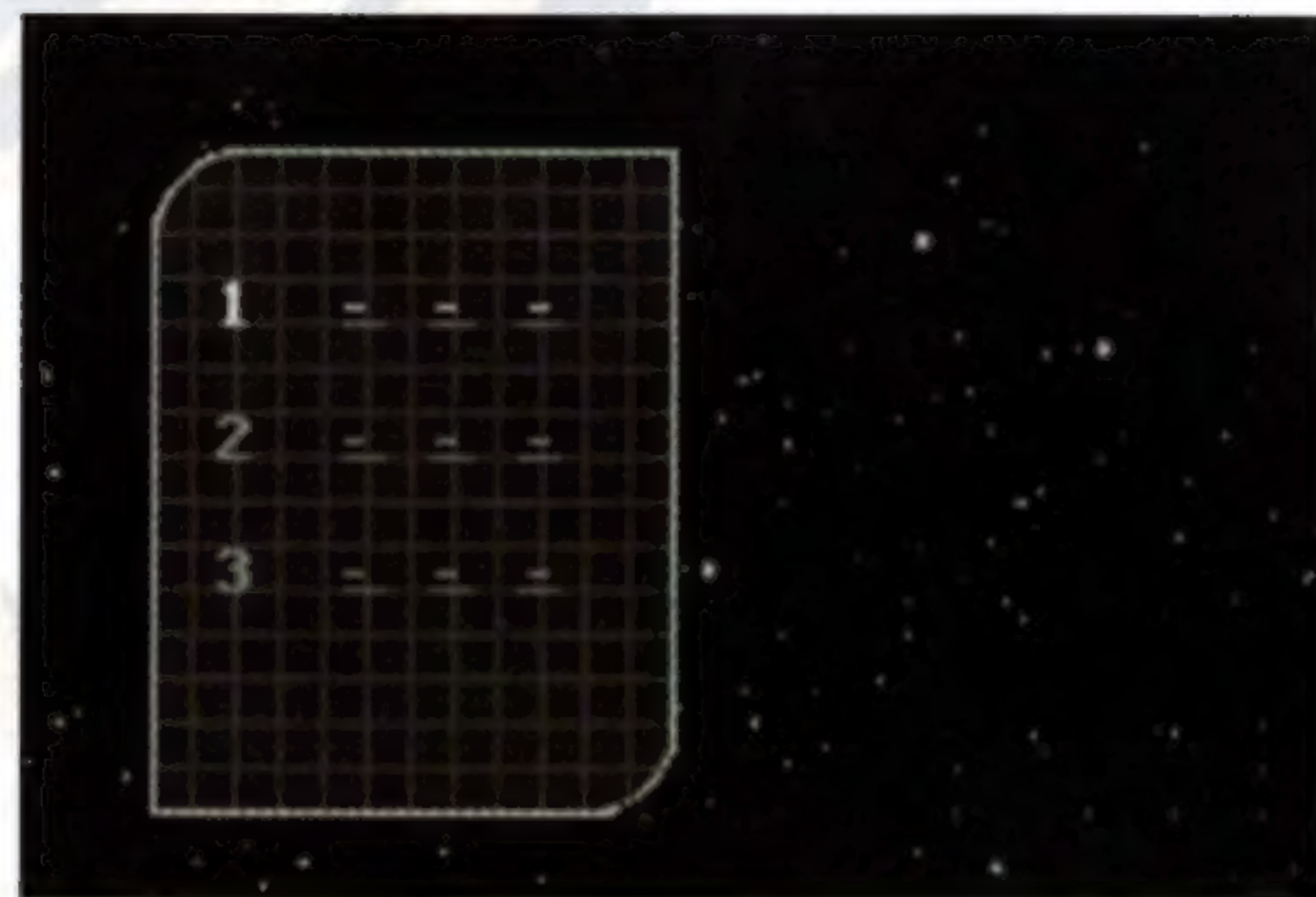
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GETTING STARTED

To begin play, insert the *Star Wars*® Trilogy: Apprentice of the Force™ Game Pak into your Game Boy® Advance system and flip the POWER switch to the ON position.

After the title screen comes up, use the Control Pad to select a language, and press the A Button to confirm. Now press the A Button to begin a new single-player game. Use the Control Pad and press the A Button to select a slot in which to save your game and enter your initials with the Control Pad. Press the A Button when you're done. You can press the B Button at any time to go back. The adventure now begins...





INTRODUCTION

A word from Luke Skywalker...

A Jedi's path is often difficult, filled with conflict and pain.

This is the story of my life, which began as that of a simple farm boy. I spent my childhood on the backwater desert planet of Tatooine, toiling away on my uncle's moisture farm. I was

never told of my true heritage. While I believed my father to have been a navigator on a spice freighter, I never suspected that he was once a famed Jedi Knight – whom I would have to confront someday...

This is my story, filled with action, adventure, sorrow, and celebration. From the Sand People of Tatooine to

the scout troopers on Endor, the battle against the Empire hasn't been easy. Beware of the dark side.

May the Force be with you...always!

CHARACTERS

LUKE SKYWALKER



On my uncle's moisture farm, I learned the essentials of desert survival and droid repair. I spent my free time honing my piloting

skills alongside my best friend Biggs in Tatooine's infamous Beggar's Canyon. Biggs and I often spoke of joining the Imperial Academy, but I wasn't allowed to attend. My uncle needed me on the

farm, and so when Biggs went away to the Academy, I was stranded on Tatooine.

LUKE'S FRIENDS

Owen Lars



My uncle back on Tatooine. He took care of me and made me work on the farm. Uncle Owen attempted to raise me as a normal youth, but

he could not rein in my drive for adventure.

Obi-Wan (Ben) Kenobi



A dedicated and legendary Jedi Knight, old Ben Kenobi has had a long and tumultuous career that has helped shape the fate of the entire galaxy. He took me under his wing and made sure I would fulfill my destiny. He knew my father and told me about him, though he didn't reveal the whole truth. I was simply not ready for the burden.

R2-D2



A resourceful, spunky, and adventurous astromech droid, R2-D2 has saved the day time and again. He is very useful for hacking into control systems and opening doors.

C-3PO



Like R2-D2, this fussy and worry-prone protocol droid had become the property of the Royal House of Alderaan, an influential family of nobles with ties to the growing Rebel Alliance. He's good for diplomacy, but not for action.

Han Solo



If, at the height of his smuggling days, you told Han Solo that he would be a hero of the Rebellion, fall in love with an Alderaanian princess, and become a general in the Alliance, he would have had no shortage of smart remarks for you. He is an ally and loyal friend.

Chewbacca



An immense, fur-covered warrior of great strength and loyalty, Chewbacca the Wookiee was a well-known figure in both the underworld and in

the Rebel Alliance. He is Han Solo's partner in crime and copilot.

Princess Leia



Princess Leia had accomplished much at a young age: a leader in the Alliance to Restore the Republic, a former member of the Imperial Senate, and a member of the Royal Family of Alderaan. Yet despite her stature, for many years, Leia herself was not privy to much of her true heritage – just like me.

Yoda



Yoda, the ancient and revered Jedi Master, lived his final years hiding on the swamp planet of Dagobah. Nine hundred years old, Yoda had trained Jedi for eight centuries, and was very powerful in the Force. Obi-Wan Kenobi and I were among his last pupils.

The Ewoks

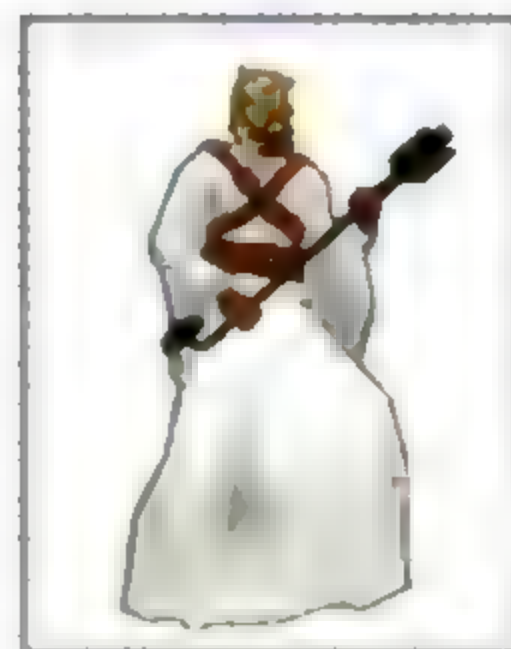


The Ewoks are sentient furred bipeds native to the moon of Endor. They are curious individuals that stand about one meter tall. When we went to Endor, they accepted

us into their tribe and allied themselves to our cause.

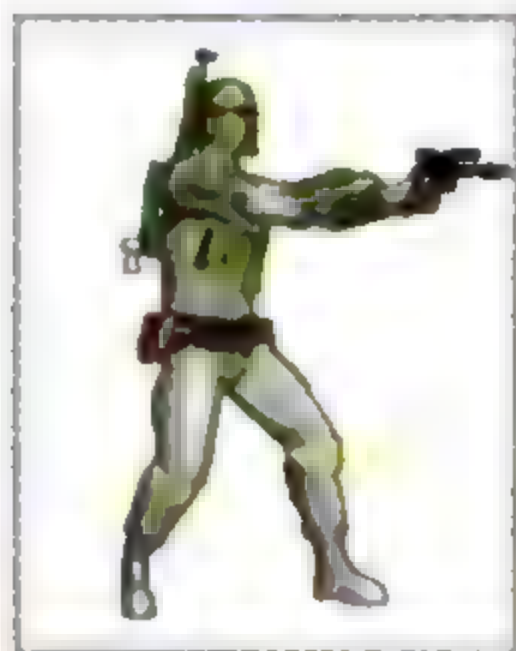
LUKE'S ENEMIES

Tusken Raiders (Sand People)



Fearsome desert savages inhabiting the rocky Jundland Wastes, Tusken Raiders are the foremost reason Tatooine colonists do not wander far from their isolated communities. Extremely territorial and xenophobic, Tusken Raiders will attack with very little provocation.

Boba Fett



Boba Fett is one of the galaxy's most legendary bounty hunters. His infamous Mandalorian armor, heavily weaponed and rocket equipped, never fails to strike fear in the hearts of fugitives. Fett accepts warrants from both the Empire and the criminal underworld.

Stormtroopers



The military soldiers unswervingly loyal to the Emperor, stormtroopers represent the most visible extension of Imperial might. They are shock troopers meant to strike with

speed and accuracy, putting down insurrections and maintaining order on the far-flung worlds of the Empire.

Snowtroopers



Storming through the icy corridors of Echo Base like a heavily armed blizzard, Imperial snowtroopers will stop at nothing in their effort to conquer the Rebels at Hoth. As a specially trained division of stormtrooper infantry, they wear customized armor well suited to the ice planet.



Scout Troopers

The stormtroopers designated as scouts wear lightweight armor that is considerably

more flexible than the standard uniform. They are typically assigned to ground-based garrisons and installations, such as the Endor shield generator. Scouts often work in conjunction with light reconnaissance vehicles, such as Imperial speeder bikes.

Seeker Droids



Tenacious hunters and searchers, the evasive Seeker droids are armed with powerful blasters.

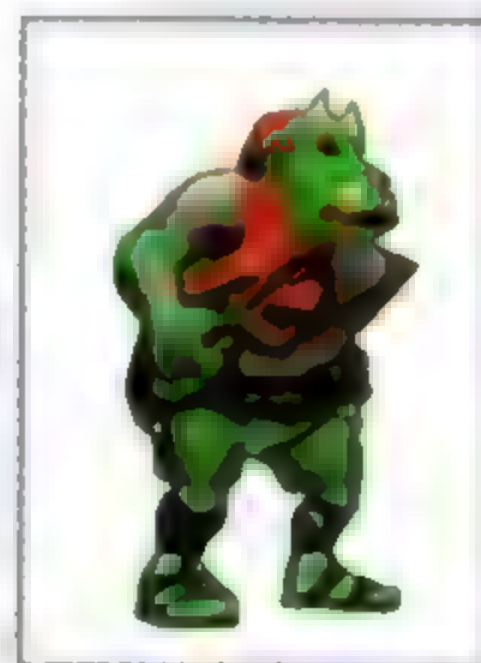
Wampas



The bone-chilling cold is not the only danger that awaits a traveler on the Hoth plains. Standing over two meters in height, the

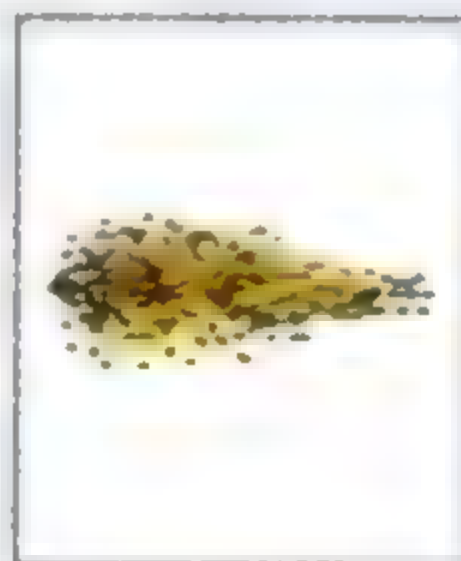
wampa ice creature is a dangerous predator. Its white fur is the perfect camouflage and completely protects it from blaster shots.

Gamorreans



The porcine Gamorreans are very strong and can throw their heavy axes or use them up close. Jabba the Hutt was known to use dimwitted Gamorreans as enforcers and bodyguards.

Swarm



When these tiny insects, found on Endor, assemble to form a swarm, they become a force to be reckoned with.

Insectoids



Native to Endor, these large, flying insects have a wingspan of over six feet and will attack from above. Some will charge at you, while others can throw deadly projectiles.

Borra



These are highly aggressive quadrupeds native to Endor. They are found on the ground as well as in treetops. Untamable, they have the special ability of being able to drain Jedi Force.

BOSSES

Darth Vader



Darth Vader, Dark Lord of the Sith, was the scourge of the Jedi, a master of the dark side of the Force, and one of the Emperor's most trusted servants.

However, he wasn't always a fearsome enforcer, as I would soon discover.

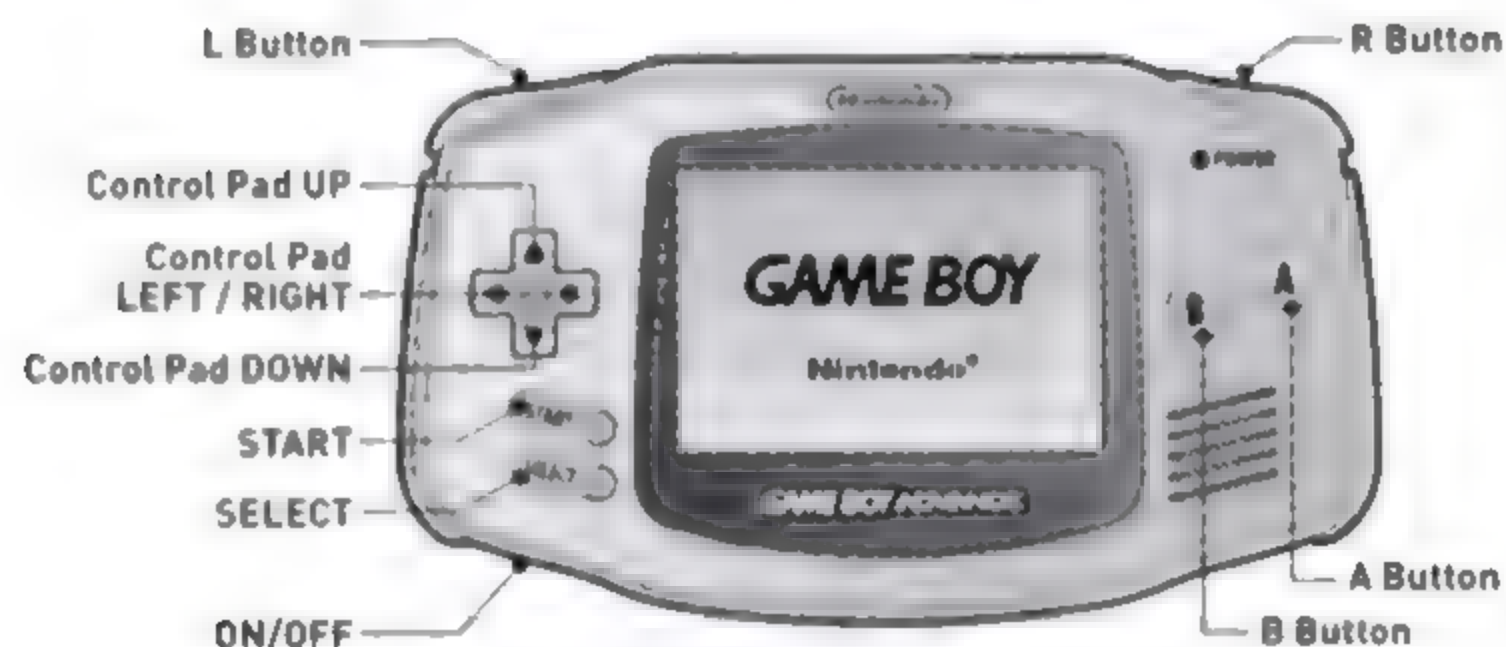
Rancor



The rancor is a terrible creature hidden in a shadowy chamber beneath Jabba the Hutt's throne room. A five-meter-tall, towering hulk of muscle and

reptilian flesh, the rancor walks on two stubby legs and has disproportionately long arms to capture prey. The rancor's tough hide was impenetrable to laser blasts – I had to find some other way of killing it!

CONTROLS



LUKE (SIDE SCROLL)

CONTROL PAD UP

- Enter door
- Climb up
- Look up (double tap)

- Grab climb (while falling)

CONTROL PAD DOWN

- Crouch
- Climb down
- Look down (double tap)
- Release from climb (double tap)

CONTROL PAD LEFT AND CONTROL PAD RIGHT

- Run
- Dash (double tap)

B BUTTON (ATTACK)

- Attack (fire blaster/lightsaber slash)
- Force Push (while holding the R Button)
- Jedi Slash (press and hold the B Button, then release)

A BUTTON (JUMP)

- Jump
- Jedi Jump (press the A Button, then press the A Button again while jumping)
- Long Jump (double tap forward, then tap the A Button)
- Roll (while crouched)

R BUTTON (FORCE MODIFIER)

- Force Push (hold the R Button, then press the B Button)
- Force Speed (hold the R Button, then press the L Button)
- Force Heal (hold the R Button, then press Control Pad Down)
- Cancel Force Speed/Force Heal

L BUTTON

- Deflect lasers (with lightsaber equipped)
- Aim diagonally down (while crouching)
- Aim diagonally up (while standing)

SELECT

- Switch weapons (after Luke gains the lightsaber)

START

- Pause game/Status screen

TRENCH / SPEEDER BIKE CONTROLS

CONTROL PAD UP

- Swerve left

CONTROL PAD DOWN

- Swerve right

CONTROL PAD LEFT

- Move back

CONTROL PAD RIGHT

- Move forward

B BUTTON

- Fire lasers

DOGFIGHT/ MULTIPLAYER CONTROLS

CONTROL PAD UP

- Accelerate

CONTROL PAD DOWN

- Decelerate

CONTROL PAD LEFT AND CONTROL PAD RIGHT

- Rotate ship

A BUTTON

- Fire missiles (Multiplayer mode only)

B BUTTON

- Fire lasers

R BUTTON

- Boost

L BUTTON

- Glide

THE GAME

GAME SCREENS



1. Ammo Bar: Tells you the number and type of special bullets Luke has left.

2. Life Bar: This is Luke's health. Once the red bar is completely emptied, Luke dies and the game restarts at the last door that was crossed or at the beginning of the mission.

3. Jedi Force Bar: The amount of Jedi Force Luke possesses. Once the blue bar is emptied, Luke cannot use any more Jedi Force.

Dogfight Mode



1. Life Bar: Once the red bar is empty, Luke's ship is destroyed. R2-D2 repairs Luke's ship over time.

2. Boost Bar: How much boost power Luke has available. This decreases as

Luke uses up his hyper-boost.

3. TIE Fighter Count: Counts how many TIE fighters Luke has left to destroy.

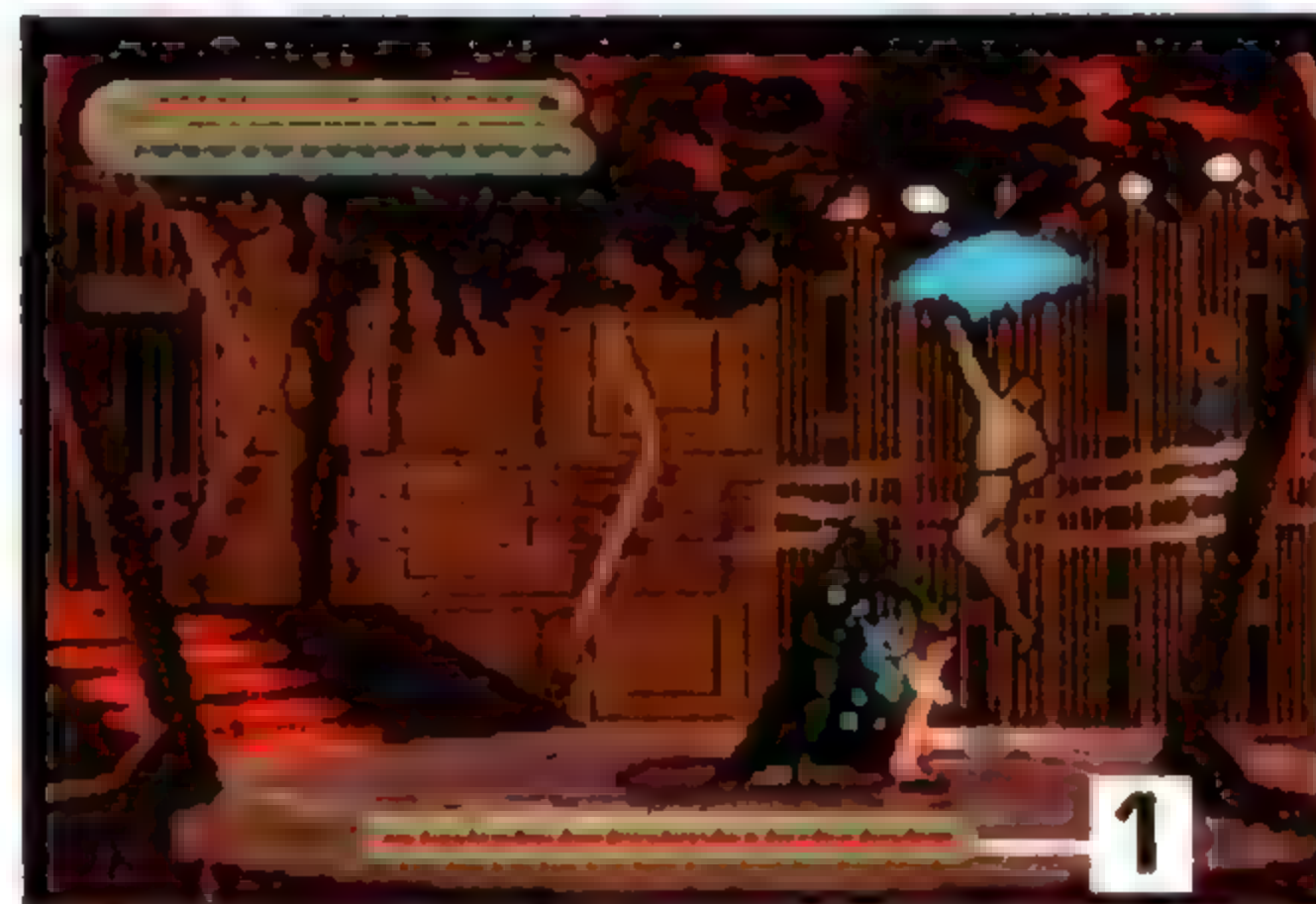
4. R2-D2 Life Bar: R2-D2 is destroyed when his Life Bar is empty.

Speeder Bike Mode



1. Life Bar: Once the red bar is empty, Luke's speeder bike is destroyed.

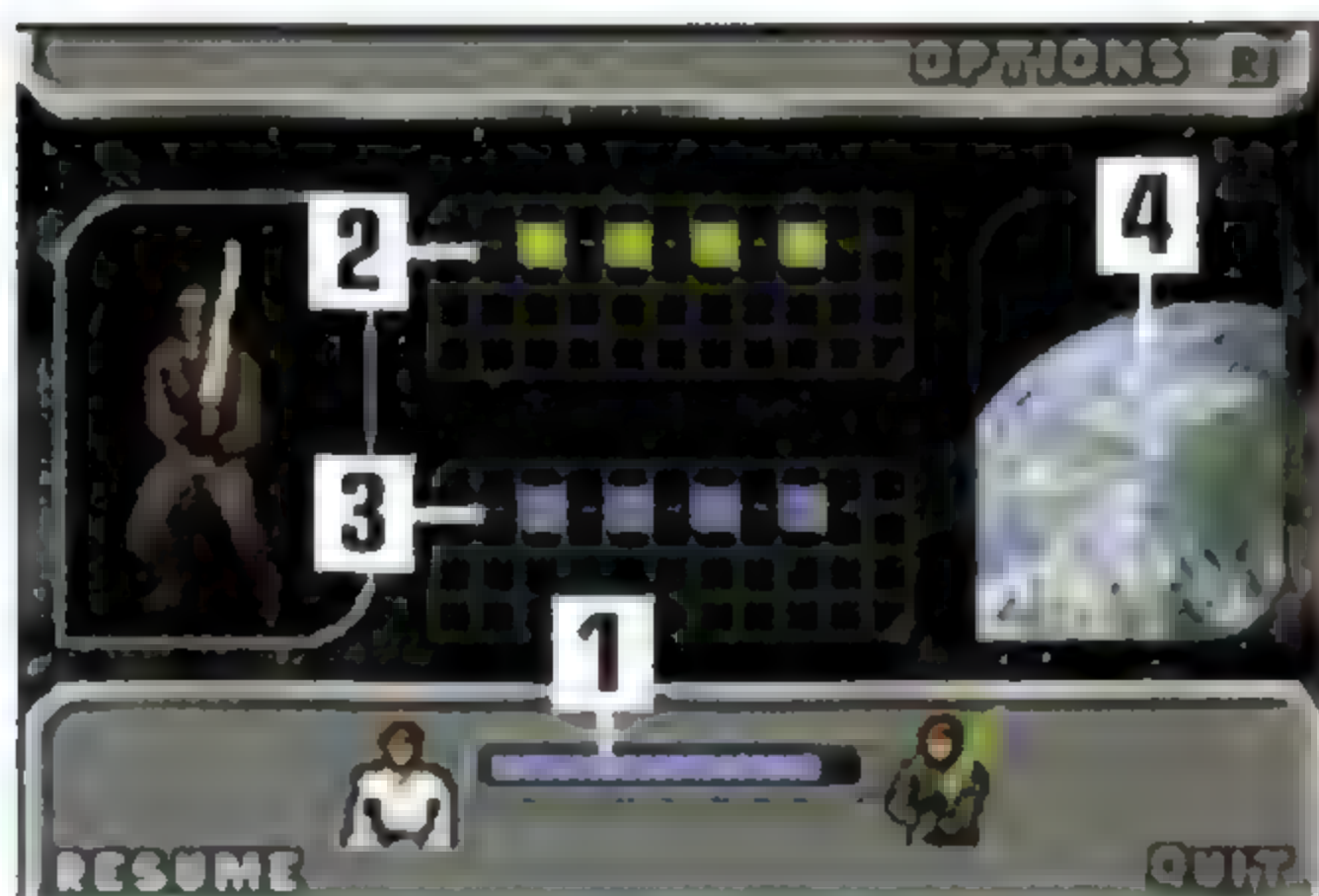
Boss Fight Mode



1. Boss Life Bar: Indicates how much life the boss has left.

Status Screen

Press START to pause the game and enter the Status screen. Press the R Button from this screen to enter the Options screen. Press START again to exit.



1. Progression Bar: Displays Luke's progression from a simple farm boy towards becoming a true Jedi.

2. Jedi Abilities Icons: Displays the Jedi abilities Luke has learned so far. Use the Control Pad to view the different abilities learned.

3. Jedi Powers Icons: Displays the Jedi Powers Luke has learned so far. Use the Control Pad to view the

different powers he has learned.

4. Mission Display: Displays the current mission name and objective.

Options Menu



Here you can alter the setup of your game.

Brightness: Adjust the brightness to increase clarity for non-SP users.

SFX: Turn the volume of the sound effects on or off.

Music: Adjust the music volume on or off.

ITEMS



Bacta Container: Regenerates Luke's health. Purple adds 25% health and red adds 100% health.



Jedi Potion: Regenerates Luke's Jedi Force. Each potion fills up one-third of Luke's Force bar.



Life Containers: These special items increase Luke's maximum health.



Blue Blaster Powerup:

This powerup increases the rate of fire of Luke's blaster and makes it fire automatically when you press and hold the B Button.



Green Blaster Powerup:

This powerup turns Luke's blaster fire into one-shot kills.



Purple Blaster Powerup:

To fire a slicing bullet that can kill multiple enemies at once, charge Luke's blaster by pressing and holding the B Button after picking up this powerup.

INTERACTIVE ELEMENTS



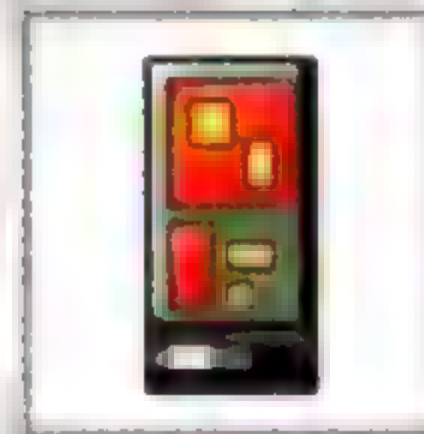
Wall Switch: Luke must hit it with his blaster or lightsaber in order to open doors, activate beam bridges, use elevators, etc.



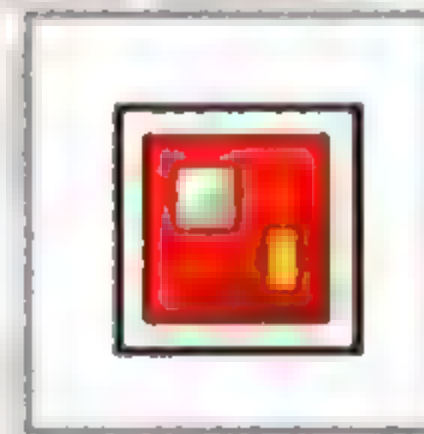
Yellow Computer Plugs: Act as switches that only R2-D2 can unlock.



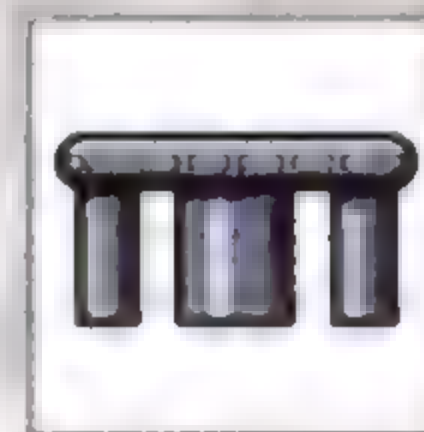
Blue Power Plugs: R2-D2 regains energy by using these switches.



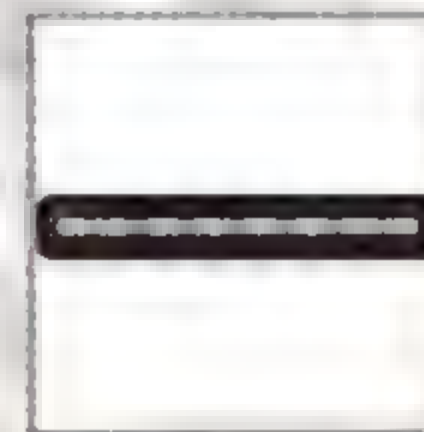
Card Reader: Acts as a switch, but needs a keycard to be unlocked.



Keycard: Unlocks a card reader.



Elevator: Helps Luke reach higher places. Some need to be activated by card readers or by switches.



Beam Bridges: Luke can use these to cross over large holes. Some need to be activated by card readers or by switches.



Wall Turret: Lethal weapon that automatically takes aim at Luke (can be deactivated for a brief period if Luke hits it).



Laser Beams: Blocks Luke's path. Can be deactivated by card readers or by switches.

WEAPONS



Blaster Pistol: The standard-range weapon of both military personnel and civilians in the galaxy, the blaster pistol fires cohesive bursts of light-based energy called bolts.



Lightsaber: The lightsaber is the weapon of a Jedi, an elegant armament of a more civilized time. To carry a lightsaber is an example of incredible skill and confidence, dexterity, and attunement to the Force. Its shimmering blade is capable of cutting through almost anything, save for the blade of another lightsaber.

THE JEDI POWERS

A noble order of protectors unified by their belief and observance of the Force, the Jedi hearken back to a more civilized, classical time in galactic history. Their order is ancient, spanning over a thousand generations. As the Galactic

Republic thrived and grew over the centuries, the Jedi came to serve it as guardians of peace and justice.

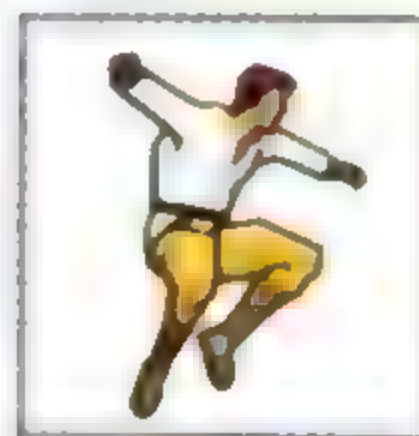
To become a Jedi requires the deepest commitment and most serious mind. It is not a venture to be undertaken lightly. Jedi instruction is rigidly structured and codified to enforce discipline and hinder transgression.

The rank of the Jedi Master is reserved for those who have shown exceptional devotion and skill in the Force.

Just like my father, I was destined to become a Jedi.

LUKE'S ACTIONS

Here are some of Luke's basic actions. Master them to move smoothly through the game.



Jump: Press the A Button to jump.



Hanging from ledges: Jump toward ledges to reach out and grab them.



Climbing: Jump and press Control Pad Up to grab a climbable surface. You can use the Control Pad to move in any direction along the surface. Double tap Control Pad Down to drop down.



Aim
Up/Down: To aim up with Luke's

blaster, press the L Button while standing. To aim down with Luke's blaster, press the L Button while crouched.



Roll: Allows Luke to roll under obstacles (press the A Button while crouched).



Deflection: Allows Luke to deflect enemy lasers with his lightsaber (L Button).

JEDI ABILITIES

Once Luke becomes a real Jedi, he will learn a number of Jedi abilities. These are new moves Luke will be able to perform.



Dash: Allows Luke to go faster and jump farther (double tap Control Pad Left or Control Pad Right).



Jedi Jump: Allows Luke to jump double his normal height (press the A Button to jump, then press it again while in the air).

JEDI ATTACKS

These are special Jedi attacks that can only be performed with a lightsaber.



Hammer Attack: Kills multiple enemies on the ground at once. Double jump, and then press Control Pad Down and the B Button simultaneously while in the air.



Uppercut: A powerful attack that hits enemies above and in front of Luke. Hit Control Pad Up and the B Button simultaneously.



Spin Attack: A special attack that renders Luke invulnerable. Luke must dash and then immediately pull off an Uppercut.

JEDI POWERS

Jedi Powers are special moves that Luke will need Force Power to perform. Each time Luke uses a Jedi Power, Force points are used up. To regain his Force, Luke must defeat enemies and pick up Jedi Potions.



Force Push: Allows Luke to push objects or enemies from a distance (press and hold the R Button, then press the B Button).



Force Speed: Allows Luke to move twice as fast as enemies around him (press and hold the R Button, then press the L Button).



Force Heal: Luke can use the Force to heal his wounds (press and hold the R Button, then press Control Pad Down).



Jedi Slash: Allows Luke to destroy all enemies in a single slash (hold the B Button and release).

MULTIPLAYER

Make sure your two Game Boy Advance systems are properly connected. From the Main Menu, select Multiplayer using the Control Pad, and press the A Button to confirm. Next select the type of game you'd like to play. There are three options:



All matches end after a player scores 10 points.

Contraband Run: Grab the flag and bring it back to your enemy's base to score a point. Destroy your enemy's ship to collect the flag while it is in his possession.

Capture the Flag: Capture your enemy's flag while simultaneously defending your own (preventing it from being taken by your enemy). When your enemy's flag is brought back to your base and your own flag is still in its original position at your base, your team scores a capture. If your enemy has your flag, destroy his ship and pick up your dropped flag to reset its position at your base.

Dogfight: Destroy your enemy as many times as you can to collect points.

Next each player must select the type of ship he'd like to play. Once decided, press START to begin the game.



	SHIP	SPEED	MANEUVERABILITY	DAMAGE	TORPEDO	SHIELDING
	X-wing	Average	Average	Average	2	Average
	A-wing	High	Average	Average	3	Low
	TIE fighter	High	High	Low	None	None
	Millennium Falcon	Very High	Average	Average	None	High
	Slave 1	Low	Average	Very High	4	Average

MULTIPLAYER SCREEN

Current player status is displayed on the left side. Enemy player status is displayed on the right.



- 1. Life Bar:** Once the red bar is empty, Luke's ship is destroyed.
- 2. Boost Bar:** The amount of boost power available.
- 3. Flag:** The Flag icon appears when the player has possession of the flag.
- 4. Score:** Player's score.
- 5. Torpedoes:** The number of torpedoes the player is carrying.

MULTIPLAYER ITEMS



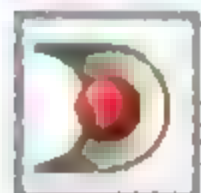
Laser Upgrade: Makes your lasers deadlier for a few seconds.



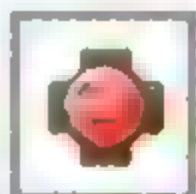
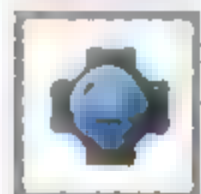
Invincibility: Makes you invincible for a few seconds.



Torpedo: Adds one torpedo to your inventory.



Booster/Sublight Reload: Reloads your booster capability.



Flag: You must bring back this flag back to your base to score a point.

BONUS MATERIAL

At the end of each episode, bonus images from the original trilogy will be unlocked. To view these images individually or in a slide show format, select the Bonus option in the Main Menu.

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Proof of Purchase



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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com/>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft and/or its Licensors are not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft and/or its Licensors. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft and/or its Licensors be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice

Ubisoft reserves the right to make improvements in its products at any time and without notice.

Refunds

Ubisoft and/or its Licensors cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product / Documentation Replacements

Please contact a Ubisoft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: (919) 460-9778

Hours: 9 am–9 pm (EST), M–F

Address:

Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560
Please use a traceable delivery method when sending products to Ubisoft.
To order Ubisoft products in the United States, please call toll free 888-824-7038.



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